CMPT481 Project Proposal

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ABSTRACT

Polygons and stuff

ACM Classification Keywords

H.5.2 Information Interfaces and Presentation: Miscellaneous— Optional sub-category

General Terms

See list of the limited ACM 16 terms in the instructions, see http://www.sheridanprinting.com/sigchi/generalterms.htm.

PROBLEM

- 1. Current Budgeting apps are not user friendly
- 2. It's tough visualize how much we're spending on what
- It's tough to input expenses/costs, clunky interfaces and cost entry
- 4. Difficulties discourage people from actually tracking their expenses

(Include crappy interface photos here)

MOTIVATION

- Want to display data clearly at a glance in a way that encourages action
- 2. Allow people to understand where they're using their money
- 3. Encourage saving money
- 4. Improve transparency in your budget
- Reduce friction in inputting expenses so people actually do it.
- 6. Mobile friendly solution
- 7. Budgeting apps are only useful if people log ALL expenses, so it needs to be effortless.

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SOLUTION

- 1. Mobile first web-app
- 2. Allows inputting expenses in a matter of seconds
- 3. Allows at a glance view of spending habits
- 4. 'Quick Expense' screen

Steps to Solution

- 1. Spec out data models
- 2. Create restful API for models
- 3. Create the Quick Expense Screen
- 4. Create the View Expenses screen
- 5. Wire up backend functionality and data-processing
- 6. Make it pretty
- 7. UI polish (e.g. animations, etc.)

EVALUATION

- 1. Time a user inputting expenses on our app vs. competitors (ours should be faster)
- Time a user as they evaluate their spending on our app vs competitors
- 3. Qualitative comparisons of ease of use vs competitors
- 4. Qualitative representation of how enjoyable navigating and using the app is.